

**ABSTRACT OF THE DISCLOSURE**

A video game device is provided with a recording medium 122 storing a first image data group including a plurality of frames of image data for displaying a running action and a second image data group including a plurality of frames of image data for displaying a goal finishing action which successively follows the running action; a character display control unit 201e for reading the first and second image data group from the recording medium 122 and displaying motions of a play character based on the read image data, and a switch control unit 201h for switching the first image data group to the second image data group such that the running action and the goal finishing action are successively displayed without any discontinuity when the play character reaches a predetermined position by repeatedly displaying the running action. With such a video game device, an increase in production costs can be effectively suppressed, and a game player is prevented from having a feeling of incongruity while viewing displayed images.